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APPLICATION FOR LETTERS PATENT

**Media Data Protection with Secure Installer**

Inventors:

**Christopher M. Pirich**

**Jon Marcus Randall Whitten**

**Jonathan E. Lange**

**Tracy Sharpe**

**Keith K. Lau**

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## Media Data Protection With Secure Installer

### **BACKGROUND**

Media content to be played on a game console can include optical disk such as DVDs (which means digital video disk or digital versatile disk) or compact disks (CDs). One challenge with the media content with game media involves the potential of modifying the media content. In one version, a user could modify the media content in a manner to be able to find an inherent “security hole” in the game console. Such user modification of the data via a security hole could enable disruption of the intended use of the game console by, for example, defeating a media type check and taking over some control of the game console. Such control may permit, for example, the ability to download or otherwise gain access to relatively expensive media content for free.

Depending on the type of media, it may be easier to find a security hole in the game console as provided by the media content. Consider that a game console can contain a variety of types of media content, with each media content type providing different challenges to users seeking to find a security hole. For instance, certain types of media may be viewed as a stripped-down demonstration (demo) version of a complete game to be run on a game console. Such demos allow potential purchasers to have a look and feel of the game prior to their purchase of the game. The more expensive media content that would be associated with the complete game can be provided with greater security against such security holes than, for

1 example, such inexpensive demos that are intended to be cheap to produce  
2 and distribute.

3 As such, it would be desirable to provide a technique that limits  
4 modified media (particularly the relatively inexpensive media) being able to  
5 adversely interface with a game console.

## 6 7 **SUMMARY OF THE INVENTION**

8 This invention describes multiple versions of media data protection,  
9 certain versions of which can be applied to game systems. In one version,  
10 the data protection portion includes a file alteration checking portion. One  
11 aspect of the file alteration checking portion checks for file alteration of a  
12 media including game content and a data protection portion. In one version,  
13 the data protection portion protects the game content from modification by  
14 determining whether the game content has been modified. If the game  
15 content has been modified, then the installation of the game content within  
16 the apparatus fails.

## 17 18 **BRIEF DESCRIPTION OF THE DRAWINGS**

19 Throughout the drawings, the same numbers reference like features  
20 and components.

21 Fig. 1 illustrates a block diagram of one embodiment of a game  
22 console.

23 Fig. 2 illustrates a flow chart of one embodiment of media data  
24 protection process that can run on the game console of Fig. 1.

25

1 Fig. 3 illustrates a flow chart of one embodiment of the media type  
2 check as shown in the media data protection process of Fig. 2.

3 Fig. 4 illustrates a flow chart of one embodiment of a file alteration  
4 check as shown in the media data protection process of Fig. 2.

5 Fig. 5 illustrates a flow chart of another embodiment of the file system  
6 alteration check as shown in the media data protection process of Fig. 2.

7 Fig. 6 illustrates a flow chart of one embodiment of the file signature  
8 check as shown in the media data protection process of Fig. 2.

9 Fig. 7 illustrates a general computer environment, which can be used  
10 to implement the media data protection processes as described herein.

11 Fig. 8 shows certain embodiments of functional components of the  
12 game console located within the computer environment of Fig. 7.

### 13 14 **DETAILED DESCRIPTION**

15 In this disclosure, the term “optical media” includes, but is not limited  
16 to, such media as digital video disk or digital versatile disk (DVD) and  
17 compact disk (CD). The term “removable media” includes optical as well as  
18 magnetic media that can be removed from a memory, and is generally  
19 persistent but may also be non-persistent. The term “file” and “file system”  
20 relates generally to the logical layout of data on removable media. The  
21 terms “sectors”, “cluster of sectors”, and “cluster of data” includes the  
22 physical layout of data on the removable media. The term “executable”  
23 includes the code that runs from media, removable or fixed, that can access  
24 other data files in addition to an installer as described in this disclosure. The  
25

1 term "data files" includes files that contain data corresponding, e.g., to text  
2 files, art files, etc. that are used by the executable file in the course of  
3 operation.

4 One aspect of this disclosure relates to security aspects of a game  
5 console 102 of Fig. 1. One example of a game console includes, but is not  
6 limited to, the Xbox<sup>®</sup> video game system (manufactured and distributed by  
7 Microsoft Corporation). The terms "game content" and "media data  
8 content" may be largely synonymous, and include any information (relating  
9 to games, entertainment, sports, information, industry, etc.) that is contained  
10 on and/or processed on a game console. This disclosure details multiple  
11 embodiments of a media data protection process 200 such as described  
12 relative to Fig. 2. Using the media data protection process 200 increases the  
13 security against modification of the media content 109 (i.e., data or  
14 executable code) for the game console 102 released by software distributors.  
15 The media data protection process 200 can be used with non-standard media  
16 as well as standard removable media 108 for the game console 102.

17 One embodiment of the game console 102 as described in Fig. 1  
18 includes a read/write system memory 114 that may be persistent, non-  
19 persistent, or a combination thereof in different embodiments. The  
20 read/write system memory 114 interfaces with a removable media 108. The  
21 removable media 108 can be a digital video disk (DVD), a compact disk  
22 (CD), a floppy disk, or any other memory device that can be inserted in the  
23 game console 102 for storing media content 109.

1       The most applicable currently-used removable media 108 is the DVD,  
2 but it is envisioned that other types of removable media 108 that are being  
3 developed or were developed previously) such as CDs are within the  
4 intended scope of the present disclosure. CDs have found one particular  
5 application in game demos largely because they are relatively inexpensive.  
6 Removable media are most applicable to the different embodiments of the  
7 media data protection processes because certain types of removable media  
8 (such as CDs) are relatively easy for an unintended third party to modify  
9 (such as in a remote computer). Different embodiments of the read/write  
10 system memory 114 include a hard disk drive 192, a flash memory 192, or  
11 other applicable read/write memory.

12       Different embodiments of the media content 109 to be played on the  
13 game console 102 can contain game content 110. In this disclosure, the term  
14 “media content” applies to code, information, images, and/or other data that  
15 applies to a game that can be played on the game console 102. For example,  
16 the media content 109 to be played on a game console 102 can include, but  
17 is not limited to, game content 110 and such non-game content 112 as movie  
18 content, music content, audio content, video content, video conferencing  
19 content, and/or digital video disk (DVD) content. The game content can  
20 also include, e.g., data and media relating to vehicles, characters, weapons,  
21 spells, levels, updated statistics, or other such graphically displayable or  
22 game usable information that applies to any particular game to be played on  
23 a game console that is generally known to user/players of game consoles.  
24  
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1 In this disclosure, the media content 109 can include any game  
2 content 110 that can optionally be combined with non-game content 112.  
3 The game consoles and the media are configured to provide access to both  
4 types of content.

5 A plurality of distinct media data protection processes as described in  
6 this disclosure reduces the modification of the media content 109. These  
7 media data protection processes are illustrated in Fig. 2 and include: (1) a  
8 media type check 300, one embodiment of which is described relative to Fig.  
9 3; (2) a file alteration check 480, different embodiments of which is  
10 described relative to Figs. 4 and 5; and (3) a file signature check 450, one  
11 embodiment of which is described relative to Fig. 6. The Fig. 5 embodiment  
12 of the file alteration check may be considered a file system alteration check.  
13 These checks 300, 450, and 480 can be run in any order or combination.  
14 Not every check is essential for every embodiment of media data protection  
15 process. In different embodiments of the disclosure only one check may be  
16 performed, two of the three checks may be performed, or all three checks  
17 may be performed.

18 In one embodiment of the media type check 300, the media data  
19 protection process determines whether the type of media is as expected for  
20 the executable, and therefore determines whether the media content has been  
21 copied to an unauthorized type of media. As such, within certain  
22 embodiments of the media data protection process 200 the data protection  
23 portion reduces the possibility of allowing game content copied from a  
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1 pressed optical disk to an end user/player writable disk from being executed  
2 from the user/player writable disk.

3 One embodiment of the file alteration check 480 checks whether the  
4 file has been altered in an unauthorized manner such as a size or location  
5 change of a file in the disk layout. In addition, the file alteration check can  
6 detect file content changes (which is also accomplished by the file signature  
7 check).

8 In one embodiment of the file signature check 450, the media data  
9 protection process checks whether the content of a file is as expected based  
10 on the file signature being as expected. Signatures (which in some  
11 embodiments are referred to as hashes) represent a complex mathematical  
12 function of the file content. Modification of the file content would therefore  
13 alter the value of the signature. As such, the file signature check indicates  
14 that the file has been modified.

15 Different versions of certain ones of the checks 300, 450, and 480 are  
16 described in this disclosure. After the media type check 300 is satisfactorily  
17 run, the game executable 220 is launched (or continued if it has already been  
18 launched). After the file signature check 450 is satisfactorily run, the game  
19 executable 220 and/or the non-game executable is launched (or continued if  
20 already launched).

21 After the file alteration check 480 is satisfactorily run, the non-game  
22 executable 222 and/or the game executable 220 is launched (or continued if  
23 it already has been launched). In one embodiment, if at least one of the  
24 media type check 300, the file alteration check 480, and the file signature  
25



1 check 450 is unsuccessfully run (as described herein relative to respective  
2 Figs. 3, 4, and 5) then the respective executable is not launched, or can be  
3 terminated if already launched.

4 One embodiment of the media type check 300 is illustrated in Fig. 3.  
5 For the game console, the media type is stored in the actual executable file  
6 itself. In the media type check 300, the standard executable is located  
7 (found) on the media in 302. In 304, a media type allowed flag is read from  
8 the standard executable that was located in 302. The media type allowed  
9 flag indicates the type of media on which the executable should be located.  
10 Practically, 304 can be performed many times for each time 302 is  
11 performed.

12 In decision 306, the game console 102 determines whether the media  
13 type allowed flag is set. If the answer to decision 306 is no, then the media  
14 type check continues to 314. If the answer to the decision 306 is yes, then  
15 the media type check 300 continues to 308 in which the media containing  
16 the executable is read to detect and return the type. The media type check  
17 continues to 309 in which the media type is read from the standard  
18 executable.

19 The media type check 300 continues to 310 in which the game  
20 console 102 determines whether the media definitions of the executable  
21 match that of the media. If the answer to decision 310 is no, then the media  
22 type check 300 continues to 316. In 316, the executable fails to launch if it  
23 has not already been launched. Alternatively in 316, the executable  
24 discontinues the execution of the executable if the executable has been  
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1 launched. If the answer to decision 310 is yes, then the media type check  
2 continues to 314 in which the executable is launched if the executable has  
3 not already been launched. If the executable has already been launched,  
4 then the execution of the executable is continued.

5 The media type allowed flag indicates a type of media that the  
6 executable should be contained within (and optionally also indicates that the  
7 check should be performed). If the media type of the executable does not  
8 match the media type of the media, as determined in decision 310, then the  
9 media type check continues to 316 in which the media type check 300 fails,  
10 and the executable is not launched. This process will then be terminated  
11 since the game console 102 cannot launch the executable.

12 For one example of media type checking, when a user/player inserts a  
13 removable media 308 such as a DVD, the game console will check the type  
14 of standard executable (e.g., DVD-5 or DVD-R as illustrated in Table 1  
15 below). Such media as DVDs come in a range of physical formats with  
16 differing capacities and costs associated with their production. DVDs often  
17 have the same dimensions as a CD, but each DVD is created with two  
18 polycarbonate substrates that are bonded together like a sandwich. This  
19 allows the opportunity to have disks with up to two sides and possibly four  
20 readable surfaces as shown in Table 1.

21 Two embodiments of the DVD media are described within Table 1  
22 (DVD-5 and DVD-R). DVD-5 is created using specially manufactured  
23 equipment, and is currently often relied on by game manufacturers to  
24 produce the original media disk. The media type checking 300 ensures that  
25

the media type matches that media which was originally used to produce the disk. If the originally produced disk is in the DVD-5 format, then the media type allowed flag indicates the DVD-5 type. If the game is then placed on a DVD-R disk (e.g., by an unauthorized user/player burning a copy of the DVD), then the media type check 300 fails since the expected type of media (i.e., DVD-5) does not match the actual type of media (i.e., DVD-R).

Table 1 - DVD Formats

Name	Capacity(GB)	Layers	Sides	Operation
DVD-5	4.7	1	1	This media can be read from one side only. It is inexpensive to buy and produce, but can only be created using specialist pressing machinery.
DVD-R	4.7 to 9.4	1	1 or 2	This media can be read from up to 2 sides of 1 layer. It is inexpensive to produce and can be written to by readily accessible burners. This is typically the type of media used by home PCs.

Within the file alteration check, the game system (e.g., the root directory for the Xbox<sup>®</sup> video game system) takes a user/player to where the files are stored where the executable file is being checked for the media type in the media type check. In one embodiment, the root directory for the game media content contains the game console executable files. In one version, the root directory becomes important because this is where the game console searching for the game media content expects to find its executable files. In different embodiment of the executable files may be located at different locations within software and/or hardware of the game console.

1 Adding the media type check as shown in Fig. 3 to the game  
2 launching executable file disallows execution from any media other than that  
3 defined in the file (e.g. pressed DVD-5). Therefore, an unauthorized  
4 user/player can not just make a copy of the ISO (Disk image file) and burn it  
5 to DVD-R – having the executable on a DVD-R will prevent the executable  
6 from being executed. The code responsible for launching the executable file  
7 that includes the media type check 300 therefore checks the disk type and  
8 enforces the media type check 300 before playing the media on the game  
9 console 102.

10 Once the media type (that is determined to be correct for the game  
11 console) is confirmed using the media type check 300, then in one  
12 embodiment the executable is launched. This step can be used to either open  
13 the data file, copy the data files to a hard drive, read certain sectors of the  
14 data file, or perform a similar routine.

15 The combination of additional media data protection mechanisms will  
16 be determined by the file read access profile of the actual game being  
17 protected. Detection of the profile does not need to be done real time, and  
18 can be done as part of the development and shipped as data with the  
19 executable. The profiling indicates the applicable types of media data  
20 protection process 200 for a particular game. The profile of security will be  
21 obtained, and it can be determined which security method of the media data  
22 protection process 200 to use for peak performance on the game cycle.

23 While the embodiment of media type check 300 described relative to  
24 Fig. 3 compares different types of DVD media (i.e., DVD-5 and DVD-R),  
25

1 this particular implementation of the media type check is illustrative in  
2 nature and not limiting in scope. It is intended that a similar media type  
3 check can be applied to any type of formatted media in which the media  
4 producers typically produce their media in one particular format.

5 Certain embodiments of media data protection process 200, as  
6 illustrated in Fig. 2, also include the file alteration check 480 (different  
7 versions are describe with respect to Figs. 4 and 5). In general, the file  
8 alteration check may be viewed as checking the physical layout of the disk.  
9 The file alteration check generally works on clusters of data at a sector level  
10 and utilizes the physical media (e.g., checksums of the layout of the binary  
11 on the physical media).

12 The embodiments of the file alteration check 480 as described relative  
13 to Figs. 4 and 5 include an attempt to install the file segment 481 and an  
14 attempt to read a cluster of data from a media segment 491. Both the  
15 attempt to install the file segment 481 and the attempt to read cluster of data  
16 from a media segment 491 generally operate by attempting to match an  
17 actual signature with an expected signature.

18 In one version, the media type check 300 as described relative to Fig.  
19 2 may be considered as a check of the format and contents of the entire  
20 removable optical media 108 as shown in Fig. 1. The file alteration check  
21 480 as described relative to Figs. 4 and/or 5, by comparison, may be  
22 considered as a check on the format and contents of the files that are stored  
23 on the removable optical media 108 as shown in Fig. 1.  
24  
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1       The attempt to install the file using an installer program may be  
2 considered as an attempt run a first executable (i.e., the installer) that installs  
3 a second executable (i.e., the game-play content 110 and/or the non-game-  
4 play content 112 of the media content 109 as shown in Fig. 1). The attempt  
5 to read a cluster of data from a media segment 491 may be considered as a  
6 piecemeal comparison of a large number of actual signatures to a large  
7 number of expected signatures (that correspond to the number of cluster of  
8 data). Not all data needs to be checked, the developer may configure which  
9 checks to run at any point in the execution of the application. Certain  
10 embodiments of attempting to install the file segment 481 compares a single  
11 expected signature to a single actual signature (that corresponds to the Table  
12 of Contents for the disk).

13       Alternatively, the attempt to read data from game content data  
14 segment 491 may have to read many clusters of data since a reasonable  
15 amount of data such as used for games. For example, 1Mbyte of data or  
16 more that many games require represents a considerable amount of data. As  
17 such, quick checks of many (if not all) of the cluster of data are important in  
18 the attempt to read data from game content data segment 491 in the attempt  
19 to install the file segment 481.

20       There are a variety of storage media sector and sector configurations  
21 that the present disclosure concerns. Data is stored on DVDs using a variety  
22 of file formats including the Universal Disk Format (UDF) which is a file  
23 system chosen for DVD which would suit both read-only and writable  
24 versions. UDF is based on the standard International Standards  
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Organization (ISO) 13346. There is a modified version of UDF that is applicable to game consoles.

In one embodiment, the directory structure of a DVD disk uses two directories, a Video\_TS directory and an Audio\_TS directory. The Video\_TS directory is automatically read by DVD video readers and thus must be present in this security method to ensure the resulting disk will play in standard readers as well as the game console 102. An exemplary DVD directory structure using UDF is shown in Table 2. The description of UDF is meant to be illustrative as software that can be used by computers and/or game consoles in general.

Table 2 - File Formats

	Optical Disk Root				
	Sub Directory One	Sub Directory Two	Sub Directory Three	Sub Directory Four	Sub Directory Five
Name	Other 1	Video_TS	Audio_TS	Other 2	Other 3
Content type	Optional	Video Files	Audio Files	Optional	Optional

Two versions of the file alteration check 480 are now described relative to Figs. 4 and 5. In the file system alteration check, certain file information is considered during the attempt to install the file.

To define the term “control data” as described relative to Fig. 4, consider that within one embodiment of the standard executable such as runs on the game console 102 shown in Fig. 1, there are sections that either contain code or data. Control data may be considered as a data section

1 belonging to an executable. A purpose of the control section is to store  
2 information about file data blocks and their expected signatures/hashes.

3 Within Fig. 4, a signature (such as in one embodiment a hash) is  
4 derived for both control data (in 423) and the file data block (in 430) using a  
5 mathematical computation (e.g., a hashing algorithm). The expected control  
6 signature can be derived using the same hash algorithm (though produced  
7 previously before the media content 109 as shown in Fig. 1 was produced)  
8 as the computed control data signature as is known. Similarly, the expected  
9 file data block signature is derived using the same hashing algorithm (though  
10 produced previously before the media content 109 as shown in Fig. 1 was  
11 produced) compared with the computed file data block signature.

12 The embodiment of the file alteration check 480 described relative to  
13 Fig. 4 includes 422 in which an expected control data signature is located  
14 from a standard executable. The embodiment of file alteration check 480  
15 shown in Fig. 4 continues to 423 in which control data is located from a  
16 standard executable, and a computed control data signature is computed  
17 from the located control data.

18 The embodiment of file alteration check 480 shown in Fig. 4  
19 continues to decision 424 in which it is determined whether the computed  
20 control data signature located in 423 matches the expected control data  
21 signature located in 422. If the answer to decision 424 is no, then the file  
22 alteration check 480 continues to 434 in which the installation is failed. If  
23 the answer to decision 424 is yes, then the embodiment of file alteration  
24 check 480 shown in Fig. 4 continues to 425 in which the filenames and the  
25



1 expected file data block signatures are read from the control data located in  
2 423. In one version, the expected file data block signatures read in 425 can  
3 take the form of an expected hash. In one embodiment, the filenames and  
4 the expected file data block signatures are arranged in a packet (not shown).  
5 The packet will typically include a file name followed by a signature, then  
6 another file name followed by another signatures, etc. Different packet  
7 configurations that include filenames and expected file data block signatures  
8 are within the intended scope of the present disclosure.

9 The embodiment of the file alteration check 480 described relative to  
10 Fig. 4 continues to decision 426 in which it is determined whether the file  
11 being installed is the last file to be installed. If the answer to decision 426 is  
12 yes, the file alteration check 480 therefore continues to 428 in which the  
13 installation is complete, and the installed content (the game executable) is  
14 launched. 426 represents the possible termination of the file alteration check  
15 program 480 as shown in Fig. 4 that has been looping through the portion of  
16 the program including 426, 430, 432, 436, and 438 as shown in Fig. 4 and  
17 described herein.

18 Within this disclosure, the term “media content” includes both another  
19 executable and the media content. The file content can include the game-  
20 play content 110 described relative to Fig. 1. When the media content (such  
21 as the files that are being installed in 426) is being installed, both game code  
22 and game media (data such as a picture, audio, sound, etc.) are being  
23 installed using the same mechanism. In 428, the term “launch installed  
24 content” acts to run the game code in the executable that was installed as the  
25

1 last file was installed. Running the game code acts to provide a hand-off  
2 from the installer code to the now-installed game code that will run and act  
3 to load the game media.

4 If the answer to 426 is no in the embodiment of the file alteration  
5 check 480 described relative to Fig. 4 (indicating that the last file has not  
6 been installed into the installer), then the file alteration check 480 continues  
7 to 430. In 430, the file data block is loaded into the read/write system  
8 memory 114 as shown in Fig. 1. The file data block signature is also  
9 computed from the file data block in 430. In one embodiment, the file data  
10 block signature can take the form of a hash. In different embodiments, the  
11 file data block loaded in 430 is compressed or not compressed. In those  
12 embodiments that the file data block is compressed, the data will be  
13 decompressed prior to the installation in 436.

14 In one embodiment, the game media code can be loaded from the  
15 optical media 108 as shown in Fig. 1. The signature/hash checks in  
16 decisions 424 and 432 are performed to ensure that the data has not been  
17 modified. The file data is then installed in one of the memories in the  
18 read/write system memory 114 (e.g., the hard disk memory 192 or the flash  
19 memory 192) in 436, which in turn causes the game media to be installed in  
20 the read/write system memory 114. The file data with the game media can  
21 be run from the read/write system memory 114 when loaded therein, as  
22 known generally in computer environments.

23 In one embodiment of the file alteration check 480 described relative  
24 to Fig. 4, the file alteration check 480 continues to decision 432 in which it  
25

1 is determined whether the computed file data block signature computed in  
2 430 matches the expected file data block signature read in 425. In one  
3 embodiment the root directory for the game media content contains the game  
4 console executable files (which represents where the game console searching  
5 for the game media content expects to find its executable files). In different  
6 embodiment of the executable files may be located at different locations  
7 within software and/or hardware of the game console. If the answer to  
8 decision 432 is no, then the embodiment of the file alteration check 480  
9 described relative to Fig. 4 continues to 434 in which the installation is  
10 failed. If the answer to decision 432 is yes, then the file data is installed in  
11 436.

12 The portion of the embodiment of the file alteration check 480  
13 described relative to Fig. 4 including 426, 430, 432, 436, and 438 continues  
14 to loop until all of the file data blocks in the file have been installed.  
15 Following 436, the embodiment of the file alteration check 480 described  
16 relative to Fig. 4 continues to decision 438 in which it is determined whether  
17 the current file data block is the last file data block for the file being  
18 installed. If the answer to decision 438 is yes, then the file alteration check  
19 continues to decision 426 as described above. If the answer to decision 438  
20 is no, then the file alteration check continues to 430 as described above.

21 The embodiment of file alteration check 480 as described relative to  
22 Fig. 5 (which may be run instead of or in addition to the embodiment of the  
23 embodiment of file alteration check 480 as shown in Fig. 4) includes an  
24 attempt to mount a file portion 481 and an attempt to read clusters of data  
25

1 from a media portion 491 is now described. The attempt to mount the file  
2 system segment 481 starts with 482 in which the expected signature for the  
3 table of contents is acquired from some secure means (typically using  
4 encryption). The signature of the table of contents is read. In 484, the actual  
5 signature of the table of contents is compared with the expected signature of  
6 the table of contents. Following 484, the attempt to mount the file system  
7 segment 481 continues to decision 485 in which it is determined whether  
8 there is a match between the actual signature of the table of contents and the  
9 expected signature of the table of contents.

10 If decision 485 concludes that there is no match, then the file system  
11 alteration check 480 terminates at 486 in which the file system is not  
12 mounted. If decision 485 concludes that there is a match, then the file  
13 system alteration check 480 continues to 488 in which the file system is  
14 mounted, at which time the file system alteration check 480 continues or  
15 starts to attempt to read sectors of data from the game content data segment  
16 491.

17 The attempt to read sectors of data from the game content data  
18 segment 491 starts with 492 in which the actual signature is calculated or  
19 read from the table of contents for every cluster of sectors read. In one  
20 implementation, the file system checks the signature for each sector or group  
21 of sectors as they are read. The sectors of the media are read for each cluster  
22 of sectors.

23 In 494, the actual signature and the expected signature are compared  
24 for each cluster of sectors read. The attempt to read sectors of data from the  
25

1 game content data segment 491 continues to 495 in which it is determined  
2 whether the actual signature matches the expected signature for each cluster  
3 of sectors.

4 If the decision 495 determines that the actual signature matches the  
5 expected signature, then the file system alteration check 480 continues to  
6 498 in which the cluster of sectors of data are read from the media. During  
7 the reading of the cluster of sectors of data from the media, the executable  
8 file is launched if not already launched, or the execution of the executable  
9 file is continued if previously launched.

10 If the decision 495 determines that the actual signature does not match  
11 the actual signature for any one of the cluster of sectors, then the file system  
12 alteration check 480 continues to 496 in which the sectors of data are failed  
13 to be read from the media. If the sectors are not read from the media for any  
14 cluster of sectors, then the executable is not launched and/or the operation of  
15 the already executing executable file is discontinued.

16 As such, if the expected file signatures do not conform to the actual  
17 signatures that the game console expects at any point during the file  
18 alteration check as described relative to Fig. 4 or 5, the file alteration check  
19 could abort the running of the game content 110 or the non-game content  
20 112 (depending on the software designer) in the removable media 108.

21 Certain embodiments of media data protection process 200, as  
22 illustrated in Fig. 2, also includes the file signature check 450 as shown in  
23 Fig. 6. In general, the file signature check 450 refers to the logical layout of  
24 the media. The file signature check utilizes encryption techniques of logical  
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1 files. The file signature check 450 includes 452 in which the game-play  
2 executable makes a request for a data file to be accessed. In 454, the game  
3 data file is located on the disk and its signature is read from the disk. The  
4 file signature check 450 continues to 456 in which the data file signature  
5 located in 454 is compared against the expected signature for that file.

6 The file signature check 450 continues to decision 458 in which it is  
7 determined whether the data file signature located in 454 matches the  
8 expected signature for that file. If the answer to decision 458 is no, then the  
9 file signature check 450 continues to 462 in which the data file is not  
10 provided access to continue. If the answer to decision 458 is yes, then the  
11 file signature check 450 continues to 460 in which the data file is provided  
12 access to continue.

13 Certain embodiments of the removable media 108 provide the  
14 user/player benefit of being able to easily transfer files from one game  
15 console to another. Such removable media 108 also provides the challenge  
16 that certain user/players may wish to copy the files from one disk to another  
17 disk, and some unauthorized user/players may wish to modify the contents  
18 of the game content. The present disclosure provides a mechanism that  
19 reduces the possibility of allowing such modified game content files to  
20 execute.

21 For example, modification of the executable on the disk could allow  
22 certain unapproved third party applications to be booted on the game  
23 console. This modification of the executable can be done in prior art  
24 systems by opening the box of the game console and modifying hardware.  
25

1 Once media content (such as on an optical disk) is modified, the media  
2 content can easily be copied and, for example, distributed on copied discs or  
3 via the Internet. By employing the media data protection process 200  
4 described herein, such modifications can be protected against (by not  
5 allowing such content to be executed or accessed on the game console).

6 It is envisioned that combining a variety of different types of media  
7 contents 109 on the removable media 108 can provide an improved  
8 experience for the user/player of the game console 102 (e.g., a more  
9 multimedia experience or a more varied experience). For example, assume  
10 that a particular removable media 108 (e.g., an optical disk or DVD) for a  
11 game console 102 includes the game content 110 based on a theme of a  
12 movie.

13 It would likely make it more attractive for a user/player of the  
14 removable media 108 to receive such additional non-game content 112 on  
15 the removable media 108 as additional scenes of the movie, clips of making  
16 the movie, a video of a band making music for the movie, and so forth.  
17 These types of non-game content 112 are contained on the same removable  
18 media 108 as the game media 110 to be played by the game console 102.  
19 Similar multimedia media (DVD) could be produced for a variety of  
20 scenarios.

21 In this disclosure, the term "multimedia" relates to a removable media  
22 108 including a plurality of types of media content. The media content 109  
23 that is contained on the removable media 108 can include game content 110,  
24 non-game content 112, or a combination of game content 110 and non-game  
25

1 content 112. The media content 109 is developed by the software developer  
2 and can be played by a user/player within the game console 102.

3 As such, media content 109 (including a combination of game content  
4 110 and non-game content 112) being played on a game console 102 acts to  
5 transform the game console 102 into a true multimedia device. Multimedia  
6 aspects of the game console apply to games, sporting events, entertainment,  
7 video conferencing, and so forth, as well as any combination of these. A  
8 user/player could therefore view non-game media as well as game media by  
9 inserting a disk such as a DVD within the game console 102. The game  
10 console 102 therefore can be used as an interactive home entertainment  
11 center.

12 The cost of making the removable media 108 to be used with game  
13 consoles 102 is typically more expensive than the media used for such non-  
14 game console applications (such as normal DVDs or CDs). User/players  
15 typically have a better experience with (and are willing to pay more for)  
16 removable media 108 to be played on the game console 102 compared with  
17 removable media to be played on traditional DVD or CD players largely  
18 because of the high degree of interactivity available on the game console. A  
19 downside of producing relatively expensive games on removable media is  
20 that the expense of a game media disk (or multimedia disk) makes it more  
21 attractive for pirates and hackers to produce media knock-offs and other  
22 inexpensive modified copies of the game media disks.

23 It is also attractive for certain unauthorized user/players to modify the  
24 game content to be configured to play on unauthorized disks. Such  
25



1 unauthorized modification of game content by copying and modifying the  
2 disk, in general, is providing a major challenge for the game, movie,  
3 computer, home entertainment, sports, music, and other entertainment  
4 industries. By employing the media data protection process 200, such  
5 unauthorized modifications can be protected against (by not allowing such  
6 files to be executed or accessed on the game console).

7 Certain aspects of this disclosure relate to security aspects of the  
8 media content 109 for game consoles 102 as provided by the media data  
9 protection process 200. The security aspects act to reduce unauthorized  
10 modification of the media content 109 within the removable media 108 (and  
11 also provide some protection against copying). One aspect of this disclosure  
12 relates to the security aspects of the removable media 108 (including a CD, a  
13 DVD, or any other type of media storage device) containing one or more  
14 types of media content 109. The game content 110 and the non-game  
15 content remain more secure within the removable media 108 for the game  
16 console 102. The transfer of modified files that compromise the security of  
17 the game console 102 will be greatly reduced. The disclosure enables  
18 combining diverse types of game content 110 more securely with certain  
19 types of non-game content 112 (e.g., music and movies).

20 Certain embodiments of the game console described in this disclosure  
21 allow the playback of game content 110 simultaneous with the playback of  
22 the non-game content 112. Such playback occurs without requiring the use  
23 of expensive specially formatted DVD media.

1       Game consoles 102 exist in a cost-competitive field. In certain  
2       embodiments, the game content 110 can be shipped at a reasonably low cost,  
3       while the non-game content 112 included with the removable media 108  
4       provides extra value to the removable media 108 and the game console. The  
5       inclusion of the non-game content 112 with the game content 110 provides  
6       an incentive for the user/player to purchase the removable media 108 (e.g.,  
7       DVD) containing the media content 109, and not just modify the content of  
8       the media. For instance, in a game console being used for a car racing game,  
9       additional non-game content such as statistics of current drivers, video clips  
10      of an actual car racing circuit with actual car racing drivers, etc. could well  
11      enhance the user/player's experience.

12       In certain embodiments of the present disclosure, if an unauthorized  
13      user/player could modify the game content 110 and non-game content 112  
14      from a media (e.g., by burning the DVDs), then it would be less attractive  
15      for that user/player to purchase a legitimately produced disk. Certain media  
16      content 109 that includes the game content will only play in a closed  
17      platform that does not allow data downloads. Such reduction of the content  
18      of the removable media 108 that can be modified or copied to another media  
19      makes the original media more attractive, which means that user/players will  
20      want to use the original disk instead of modifying the content of the disk.

21       Game content 110 can be distributed with such non-game content as  
22      movies and music. As such, a user/player can interface with a variety of  
23      types of media content 109 using the game console 102 instead of a single  
24      type of media content (game content). This interaction with multiple types  
25

1 of media content does not compromise the integrity of the game console 102  
2 such as would occur by exposing the media content to external hacks that  
3 exist with networked personal computers.

4       Optical disks such as DVDs have become the media of choice for  
5 such game consoles 102 as the Xbox<sup>®</sup> video game system. It is envisioned,  
6 however, that any removable media 108 that can run on the game console is  
7 within the scope of the present disclosure. As such, one embodiment of this  
8 disclosure provides the media data protection process that protects data from  
9 a hacker. Different embodiments of the media data protection process 200  
10 can be applied to virtually any media. The media type is important to  
11 consider relative to the media data protection process 200 in that certain  
12 media can be modified much easier than other media.

13       There are advantages to applying the media data protection process  
14 200 to certain embodiments of the game console 102 instead of, for  
15 example, a personal computer (PC) or a laptop computer. For computers  
16 that are not game consoles 102, the value of the media data protection  
17 process may be less valuable because, for example, security can be added to  
18 a typical computer such as a PC or laptop computer using a software  
19 firewall. Game consoles are less expensive than PCs or laptop computers,  
20 and as such sometimes cannot support as sophisticated of a security  
21 mechanism as a firewall. Certain embodiments of the game console 102 are  
22 a closed platform. A user/player cannot download data that is not authorized  
23 by the producer of such a closed-platform game console 102 into the game  
24 console.

1 Certain data downloads for the media data protection process 200 are  
2 considered desirable. A producer of the game console may authorize the  
3 user/player of certain types of data downloads (such as downloads that alter  
4 the statistics and players of a football team for a football video game) by  
5 storing this type of data in a form that can be readily modified. A producer  
6 of a game console may not store other types of data (such as data that  
7 provides a more complete multimedia experience for the game media) in a  
8 form that permits easy modification. As such, the producer of a game  
9 console, as well as a software developer and/or hardware developer for the  
10 game console, can produce their products such that certain types of data  
11 relating to the game can be easily modified, while other types of data is  
12 much more difficult to modify. In all cases, the unauthorized modification  
13 of this data is not desirable for the producer of a game console.

14 Many current game consoles 102 can physically play CDs including  
15 the audio. To play a DVD movie in the game console 102, additional  
16 external hardware may be needed. In the Xbox® video game system  
17 embodiment of game console, for example, a remote control and a dongle  
18 are used to play a DVD on a game console. The dongle incorporates  
19 components that allow the DVD content to be decoded and played back.  
20 Alternatively, some game consoles 102 may not use any such external  
21 hardware. In certain embodiments, the code associated with the DVD could  
22 be packaged on such a media as a DVD disk itself to allow the DVD disk to  
23 run on the game console 102 (so there is no need for the traditional DVD  
24 remote).

1 In general, before using any file, one embodiment of the media data  
2 protection processes 200 as illustrated in Fig. 2 is performed. In certain  
3 embodiments, it is not desired to transfer any file to the memory location in  
4 the game console 102 prior to the media data protection processes 200 being  
5 performed.

6 With a relatively small program, a content developer/designer or game  
7 console developer/designer may wish to copy the media to the system  
8 memory 114, check the system memory 114 for files, check the files for data  
9 types, check for signatures on the files, and then no additional checks of the  
10 files need be performed. With a frequently accessed file, a particular file is  
11 checked once as it is copied to the hard drive, and after it is stored on the  
12 hard drive it does not have to be checked again. Another technique is to  
13 cache which checks have been performed and stack rank the importance of  
14 re-doing the check. This means the check may not be performed every time  
15 the file is accessed, but is always performed first time it is accessed.

16 With a large program, the security check(s) for the files are performed  
17 as the files are used. Depending on performance considerations, the  
18 developer may optionally have multiple checks performed concurrently  
19 using parallel computing techniques.

20 The number of checks to be performed on a file can be a performance  
21 consideration. For frequently accessed files, or small files, the data for the  
22 files may be stored at a predetermined location on the hard drive instead of  
23 reading the files from the removable media. For each file access, the files  
24 can be checked to make certain that they contain that data which they should  
25

1 contain (e.g., for a data file at the beginning of a program, the signature  
2 could be checked for that file when execution of the program begins). As  
3 the data is then stored on the hard drive, subsequent access to the data can be  
4 performed without repeating the checking.

5 Using the media data protection processes 200, it is envisioned that a  
6 game console such as the Xbox<sup>®</sup> video game system can therefore securely  
7 run movies, videos, DVDs, and a wide variety of media. As use of game  
8 consoles using the media data protection processes 200 becomes more  
9 accepted and understood, the scope of the game console applications will  
10 increase. The game console can provide a variety of entertainment solutions  
11 rather than just game solutions. The security issues for the game console  
12 remains similar whether being used as a more inclusive entertainment  
13 solution or a directed game solution.

14 A user/player can view and interact with a game console having  
15 improved multimedia aspects by illustrating a sporting event, a concert  
16 event, or a theater event using the game console so the user/player can  
17 control certain aspects of where the user/player is located (based on the  
18 display of the game console) in a particular venue. For example, a  
19 user/player could control whether they were viewing a concert from the front  
20 row, the back row, or on the stage. In traditional videos, the viewer of a  
21 movie, concert, or game is positioned where the camera is located. As such,  
22 the game console 102 can be used for interactive concerts and sports events  
23 whereby a user/player of the game console 102 is allowed to move anywhere  
24 they wish within the auditorium, concert venue, sports arena, or the like.

1 The interactivity provided to certain embodiments of game console allows  
2 virtual user/players to appear in the game console 102 to stand on the stage  
3 next to a performer or sports figure (if so desired), or alternatively move  
4 further away. Another virtual user/player can appear in the game console  
5 102 to move around relative to a football player, tennis player, golfer,  
6 baseball player at different distances there from. The interactivity provided  
7 to different user/players of the game console therefore becomes  
8 considerable.

9 The producer of the media content 109 for a particular removable  
10 media 108 would therefore collaborate with, for example, the artist or player  
11 to provide the game content 110 and the non-game content 112 to be  
12 included on the removable media 108. The removable media 108 (e.g., CD  
13 or DVD) associated with the media content 109 is formatted and recorded in  
14 a particular manner to allow this type of translation around the auditorium.  
15 While this removable media 108 formatting can be done on a computer such  
16 as a personal computer (PC), game consoles 102 typically have less memory  
17 capabilities. Providing such a variety of media content 109 to be provided  
18 for the removable media 108 for a game console 102 has many fascinating  
19 potential applications.

20 Fig. 7 illustrates a general computer environment 500, which can be  
21 used to implement the game console 102 techniques described herein. The  
22 computer environment 500 is only one example of a computing environment  
23 and is not intended to suggest any limitation as to the scope of use or  
24 functionality of the computer and network architectures. Neither should the  
25

1 computer environment 500 be interpreted as having any dependency or  
2 requirement relating to any one or combination of components illustrated in  
3 the exemplary computer environment 500.

4 The computer environment 500 includes a general-purpose computing  
5 device in the form of a computer 502 that can be used to provide the game  
6 console 102. Computer 502 can be, for example, a game console as shown  
7 in Fig. 1. The components of computer 502 can include, but are not limited  
8 to, one or more processors or processing units 504 (optionally including a  
9 cryptographic processor or co-processor), the system memory 506 (that may  
10 include all, or a portion of, the system memory 114 of Fig. 1), and a system  
11 bus 508 that couples various system components including the processor 504  
12 to the system memory 506.

13 The system bus 508 represents one or more of any of several types of  
14 bus structures, including a memory bus or memory controller, a peripheral  
15 bus, an accelerated graphics port, and a processor or local bus using any of a  
16 variety of bus architectures. By way of example, such architectures can  
17 include an Industry Standard Architecture (ISA) bus, a Micro Channel  
18 Architecture (MCA) bus, an Enhanced ISA (EISA) bus, a Video Electronics  
19 Standards Association (VESA) local bus, and a Peripheral Component  
20 Interconnects (PCI) bus also known as a Mezzanine bus.

21 Computer 502 typically includes a variety of computer readable  
22 media. Such media can be any available media that is accessible by  
23 computer 502 and includes both volatile and non-volatile media, removable  
24 and non-removable media.  
25



1       The system memory 506 includes computer readable media in the  
2 form of volatile memory, such as random access memory (RAM) 510,  
3 and/or non-volatile memory, such as read only memory (ROM) 512. A basic  
4 input/output system (BIOS) 514, containing the basic routines that help to  
5 transfer information between elements within computer 502, such as during  
6 start-up, is stored in ROM 512. RAM 510 typically contains data and/or  
7 program modules that are immediately accessible to and/or presently  
8 operated on by the processing unit 504.

9       Computer 502 may also include other removable/non-removable,  
10 volatile/non-volatile computer storage media. By way of example, Fig. 7  
11 illustrates a hard disk drive 516 for reading from and writing to a non-  
12 removable, non-volatile magnetic media (not shown), a magnetic disk drive  
13 518 for reading from and writing to a removable, non-volatile magnetic disk  
14 520 (e.g., a "floppy disk"), and an optical disk drive 522 for reading from  
15 and/or writing to a removable, non-volatile optical disk 524 such as a CD-  
16 ROM, DVD-ROM, or other optical media. The hard disk drive 516,  
17 magnetic disk drive 518, and optical disk drive 522 are each connected to  
18 the system bus 508 by one or more data media interfaces 526. Alternatively,  
19 the hard disk drive 516, magnetic disk drive 518, and optical disk drive 522  
20 can be connected to the system bus 508 by one or more interfaces (not  
21 shown).

22       The disk drives and their associated computer-readable media provide  
23 non-volatile storage of computer readable instructions, data structures,  
24 program modules, and other data for computer 502. Although the example  
25

1 illustrates a hard disk 516, a removable magnetic disk 520, and a removable  
2 optical disk 524, it is to be appreciated that other types of computer readable  
3 media which can store data that is accessible by a computer, such as  
4 magnetic cassettes or other magnetic storage devices, flash memory cards,  
5 CD-ROM, digital versatile disks (DVD) or other optical storage, random  
6 access memories (RAM), read only memories (ROM), electrically erasable  
7 programmable read-only memory (EEPROM), and the like, can also be  
8 utilized to implement the exemplary computing system and environment.

9 Any number of program modules can be stored on the hard disk 516,  
10 magnetic disk 520, optical disk 524, ROM 512, and/or RAM 510, including  
11 by way of example, an operating system 526, one or more application  
12 programs 528, other program modules 530, and program data 532. Each of  
13 such operating system 526, one or more application programs 528, other  
14 program modules 530, and program data 532 (or some combination thereof)  
15 may implement all or part of the resident components that support the  
16 distributed file system.

17 A user/player can enter commands and information into computer 502  
18 via input devices such as a keyboard 534 and a pointing device 536 (e.g., a  
19 "mouse"). Other input devices 538 (not shown specifically) may include a  
20 microphone, joystick, game pad, satellite dish, serial port, scanner, and/or  
21 the like. These and other input devices are connected to the processing unit  
22 504 via input/output interfaces 540 that are coupled to the system bus 508,  
23 but may be connected by other interface and bus structures, such as a  
24 parallel port, game port, or a universal serial bus (USB).  
25

1 A monitor 542 or other type of display device can also be connected  
2 to the system bus 508 via an interface, such as a video adapter 544. In  
3 addition to the monitor 542, other output peripheral devices can include  
4 components such as speakers (not shown) and a printer 546 which can be  
5 connected to computer 502 via the input/output interfaces 540.

6 Computer 502 can operate in a networked environment using logical  
7 connections to one or more remote computers, such as a remote computing  
8 device 548. By way of example, the remote computing device 548 can be a  
9 personal computer, portable computer, a server, a router, a network  
10 computer, a peer device or other common network node, game console 102,  
11 and the like. The remote computing device 548 is illustrated as a portable  
12 computer that can include many or all of the elements and features described  
13 herein relative to computer 502.

14 Logical connections between computer 502 and the remote computer  
15 548 are depicted as a local area network (LAN) 550 and a general wide area  
16 network (WAN) 552. Such networking environments are commonplace in  
17 offices, enterprise-wide computer networks, intranets, and the Internet.

18 When implemented in a LAN networking environment, the computer  
19 502 is connected to a local network 550 via a network interface or adapter  
20 554. When implemented in a WAN networking environment, the computer  
21 502 typically includes a modem 556 or other means for establishing  
22 communications over the wide network 552. The modem 556, which can be  
23 internal or external to computer 502, can be connected to the system bus 508  
24 via the input/output interfaces 540 or other appropriate mechanisms. It is to  
25

1 be appreciated that the illustrated network connections are exemplary and  
2 that other means of establishing communication link(s) between the  
3 computers 502 and 548 can be employed.

4 In a networked environment, such as that illustrated with computing  
5 environment 500, program modules depicted relative to the computer 502, or  
6 portions thereof, may be stored in a remote memory storage device. By way  
7 of example, remote application programs 558 reside on a memory device of  
8 remote computer 548. For purposes of illustration, application programs and  
9 other executable program components such as the operating system are  
10 illustrated herein as discrete blocks, although it is recognized that such  
11 programs and components reside at various times in different storage  
12 components of the computing device 502, and are executed by the data  
13 processor(s) of the computer.

14 Various modules and techniques may be described herein in the  
15 general context of computer-executable instructions, such as program  
16 modules, executed by one or more computers or other devices. Generally,  
17 program modules include routines, programs, objects, components, data  
18 structures, etc. that perform particular tasks or implement particular abstract  
19 data types. Typically, the functionality of the program modules may be  
20 combined or distributed as desired in various embodiments.

21 An implementation of these modules and techniques may be stored on  
22 or transmitted across some form of computer readable media. Computer  
23 readable media can be any available media that can be accessed by a  
24  
25

1 computer. By way of example, and not limitation, computer readable media  
2 may comprise “computer storage media” and “communications media.”

3 “Computer storage media” includes volatile and non-volatile,  
4 removable and non-removable media implemented in any method or  
5 technology for storage of information such as computer readable  
6 instructions, data structures, program modules, or other data. Computer  
7 storage media includes, but is not limited to, RAM, ROM, EEPROM, flash  
8 memory or other memory technology, CD-ROM, digital versatile disks  
9 (DVD) or other optical storage, magnetic cassettes, magnetic tape, magnetic  
10 disk storage or other magnetic storage devices, or any other medium which  
11 can be used to store the desired information and which can be accessed by a  
12 computer.

13 “Communication media” typically embodies computer readable  
14 instructions, data structures, program modules, or other data in a modulated  
15 data signal, such as carrier wave or other transport mechanism.  
16 Communication media also includes any information delivery media. The  
17 term “modulated data signal” means a signal that has one or more of its  
18 characteristics set or changed in such a manner as to encode information in  
19 the signal. By way of example, and not limitation, communication media  
20 includes wired media such as a wired network or direct-wired connection,  
21 and wireless media such as acoustic, RF, infrared, and other wireless media.  
22 Combinations of any of the above are also included within the scope of  
23 computer readable media.  
24  
25

Fig. 8 shows functional components of one embodiment of the game console 102 as shown in Fig. 1 in more detail (e.g., the Xbox<sup>®</sup> video game system as produced and distributed by Microsoft Corporation). The game console 102 has a central processing unit (CPU) 600 and a memory controller 602 that facilitates processor access to various types of memory, including a flash ROM (Read Only Memory) 604, a RAM (Random Access Memory) 606, a hard disk drive 608, and a portable media drive 609. CPU 600 can for example be equipped with a level 1 cache 610 and a level 2 cache 612 to temporarily store data and hence reduce the number of memory access cycles, thereby improving processing speed and throughput.

CPU 600, memory controller 602, and various memory devices are interconnected via one or more buses, including serial and parallel buses, a memory bus, a peripheral bus, and a processor or local bus using any of a variety of bus architectures. By way of example, such architectures can include an Industry Standard Architecture (ISA) bus, a Micro Channel Architecture (MCA) bus, an Enhanced ISA (EISA) bus, a Video Electronics Standards Association (VESA) local bus, and a Peripheral Component Interconnects (PCI) bus also known as a Mezzanine bus.

As one suitable implementation, CPU 600, memory controller 602, ROM 604, and RAM 606 are integrated onto a common module 614. In this implementation, ROM 604 is configured as a flash ROM that is connected to the memory controller 602 via a PCI (Peripheral Component Interconnect) bus and a ROM bus (neither of which are shown). RAM 606 is configured as multiple DDR SDRAM (Double Data Rate Synchronous Dynamic RAM)

1 that are independently controlled by the memory controller 602 via separate  
2 buses (not shown). The hard disk drive 608 and portable media drive 609  
3 are connected to the memory controller via the PCI bus and an ATA (AT  
4 Attachment) bus 616.

5 A 3D graphics processing unit 620 and a video encoder 622 form a  
6 video processing pipeline for high speed and high resolution graphics  
7 processing. Data is carried from the graphics processing unit 620 to the  
8 video encoder 622 via a digital video bus (not shown). An audio processing  
9 unit 624 and an audio codec (coder/decoder) 626 form a corresponding  
10 audio processing pipeline with high fidelity and stereo processing. Audio  
11 data is carried between the audio processing unit 624 and the audio codec  
12 626 via a communication link (not shown). The video and audio processing  
13 pipelines output data to an A/V (audio/video) port 628 for transmission to  
14 the television or other display. In the illustrated implementation, the video  
15 and audio processing components 620-628 are mounted on the module 614.

16 Also implemented on the module 614 are a USB host controller 630  
17 and a network interface 632. The USB host controller 630 is coupled to the  
18 CPU 600 and the memory controller 602 via a bus (e.g., PCI bus) and serves  
19 as host for the peripheral controllers 636(1)-636(4). The network interface  
20 632 provides access to a network (e.g., Internet, home network, etc.) and  
21 may be any of a wide variety of various wire or wireless interface  
22 components including an Ethernet card, a modem, a Bluetooth module, a  
23 cable modem, and the like.

1       The game console 102 has two dual controller support subassemblies  
2 640(1) and 640(2), with each subassembly supporting two game controllers  
3 636(1)-636(4). A front panel I/O subassembly 642 supports the  
4 functionality of a power button 631 and a media drive eject button 633, as  
5 well as any LEDs (light emitting diodes) or other indicators exposed on the  
6 outer surface of the game console. The subassemblies 640(1), 640(2), and  
7 642 are coupled to the module 614 via one or more cable assemblies 644.

8       Eight memory units 634(1)-634(8) are illustrated as being connectable  
9 to the four controllers 636(1)-636(4), i.e., two memory units for each  
10 controller. Each memory unit 634 offers additional storage on which games,  
11 game parameters, and other data may be stored. When inserted into a  
12 controller, the memory unit 634 can be accessed by the memory controller  
13 602.

14       A system power supply module 650 provides power to the  
15 components of the game console 102. A fan 652 cools the circuitry within  
16 the game console 102.

17       A console user/player interface (UI) application 660 is stored on the  
18 hard disk drive 608. When the game console is powered on, various  
19 portions of the console application 660 are loaded into RAM 606 and/or  
20 caches 610, 612 and executed on the CPU 600. Console application 660  
21 presents a graphical user/player interface that provides a consistent  
22 user/player experience when navigating to different media types available on  
23 the game console.



1       Game console 102 implements a cryptography engine to perform  
2 common cryptographic functions, such as encryption, decryption,  
3 authentication, digital signing, hashing, and the like. The cryptography  
4 engine may be implemented as part of the CPU 600, or in software stored on  
5 the hard disk drive 608 that executes on the CPU, so that the CPU is  
6 configured to perform the cryptographic functions. Alternatively, a  
7 cryptographic processor or co-processor designed to perform the  
8 cryptographic functions may be included in game console 102.

9       Game console 102 may be operated as a standalone system by simply  
10 connecting the system to a television or other display. In this standalone  
11 mode, game console 102 allows one or more players to play games, watch  
12 movies, or listen to music. However, with the integration of broadband  
13 connectivity made available through the network interface 632, game  
14 console 102 may further be operated as a participant in online gaming, as  
15 discussed above.

16       Although systems, media, methods, approaches, processes, etc. have  
17 been described in language specific to structural and functional features  
18 and/or methods, it is to be understood that the invention defined in the  
19 appended claims is not necessarily limited to the specific features or  
20 methods described. Rather, the specific features and methods are disclosed  
21 as exemplary forms of implementing the claimed invention.